

Adding Sounds to Animations

A sound track can be added to Flash movies or Flash buttons. This sound track can be music, a narrative that you record, pre-recorded sounds, etc. Flash will import sound formats such as MP3, AIF and WAV.

Its is good practice to place sounds in a separate layer (or layers) so that you can control when the sound starts and finishes.

Loading an Animation and Sound

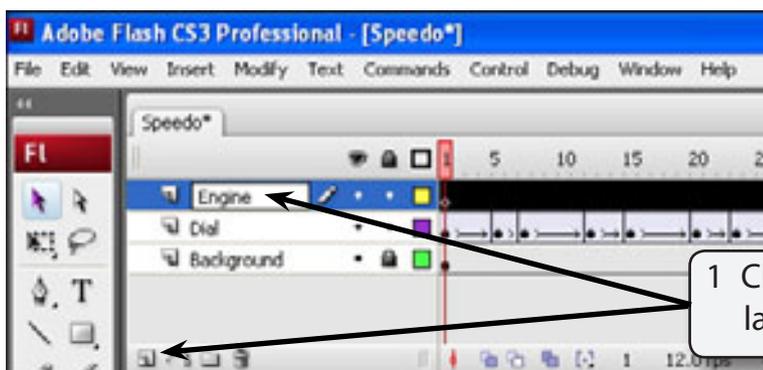
A sample sound will be imported into the LIBRARY then added to the car speedometer that you created in an earlier assignment.

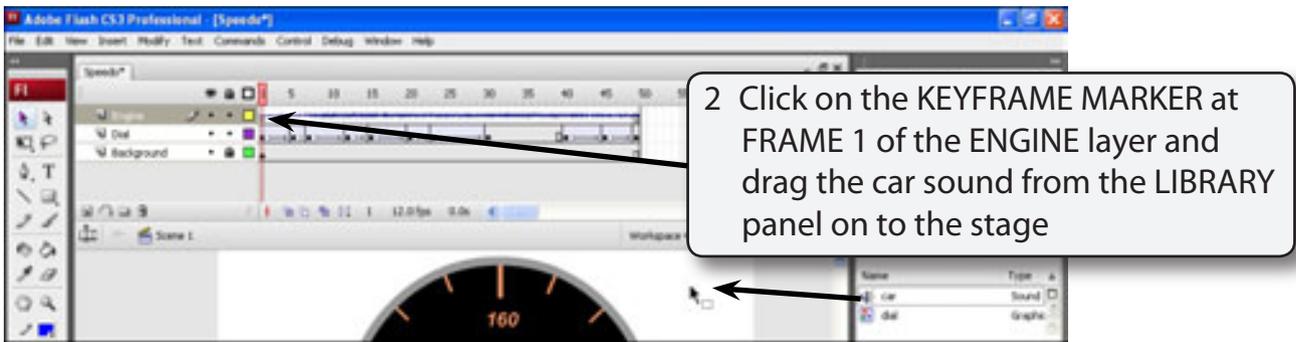
- 1 Load Flash or close the current file then click on the OPEN button.
- 2 Access the FLASHcs3 SUPPORT FILES, open the CHAPTER 13 folder and load:
Speedo
- 3 Display the FILE menu, highlight IMPORT and select IMPORT TO LIBRARY.
- 4 Access the FLASHcs3 SUPPORT FILES, open the CHAPTER 13 folder and open the file:

Car

Adding Sounds to the Timeline

You can add sounds directly to the movie by dragging the file onto the stage. However, for more control over the sound it is better to add it into the required number of frames. Obviously, you will not see the sound on the stage, just in the TIMELINE panel.





NOTE:

- i If the LIBRARY panel is not open press CTRL+L or ⌘+L to open it.
- ii The sound waves are added to the ENGINE layer in the TIMELINE panel.

- 3 Save the file in your STORAGE folder as:
Speedo
- 4 Press <enter> or <return> to play the movie and the sound should play as the speedo dial moves.
- 5 Press the ESC key if the sound keeps playing.

NOTE: In the LIBRARY panel there is a PLAY button to play sounds before adding them to the stage.

Synchronising Sounds

The SYNC option in the PROPERTIES INSPECTOR gives you control over when your sound plays. There are four SYNC settings:

Event the sound will be synchronised to an event such as a mouse click.

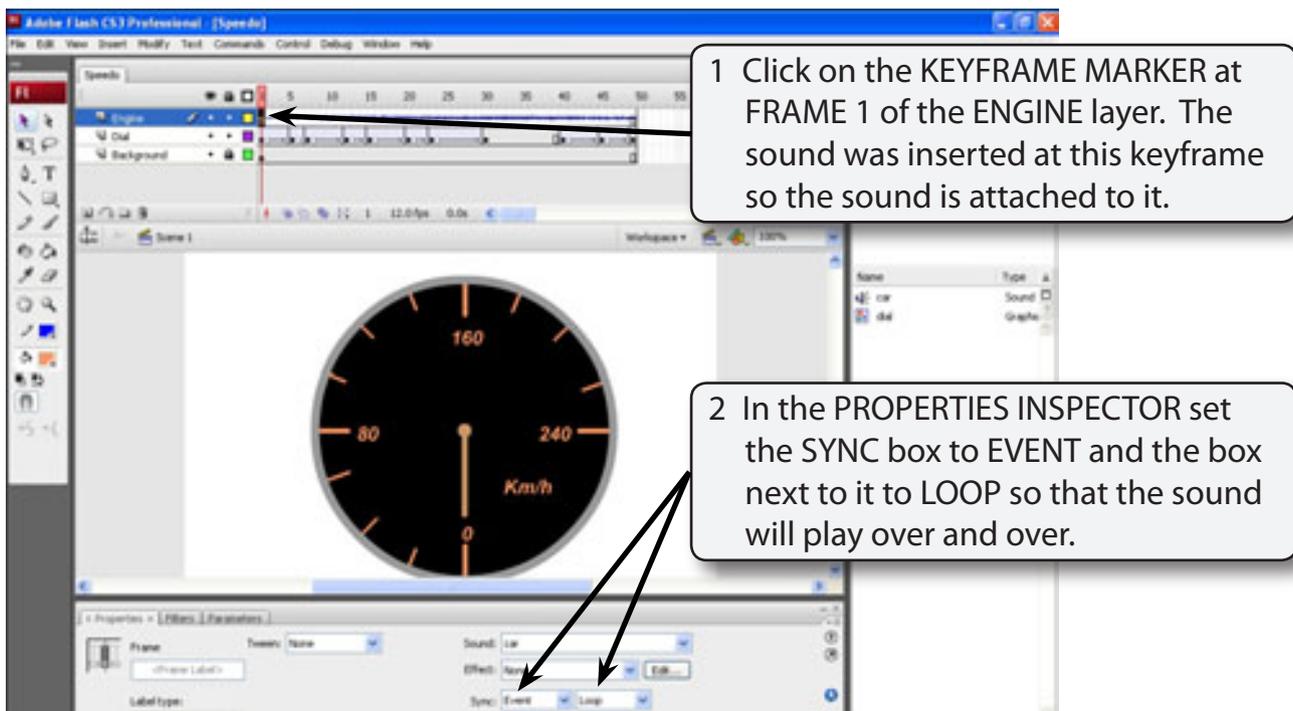
Start the sound will start when the movie is loaded.

Stop the sound will not start when the movie is loaded. It will require some sort of action for the sound to play.

Stream Links the sound to an animation in a movie. The sound plays within the frames in the TIMELINE panel.

A Events

You will see the main use of EVENTS a little later when attaching sounds to buttons. For now the event will just be the start of the animation.

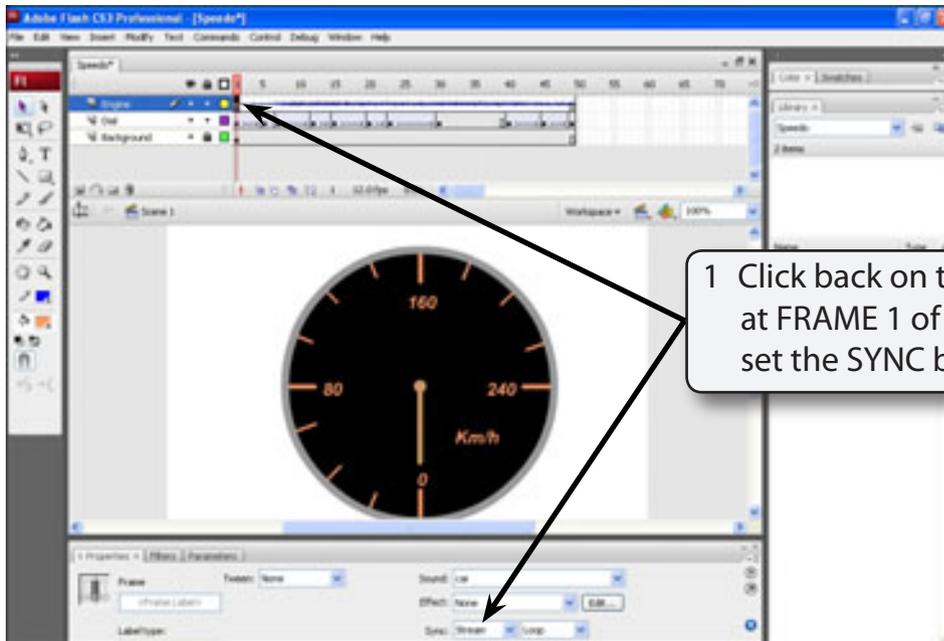


3 Play the movie and the sound should play continuously as the dial moves.

4 Press the ESC key to stop the sound.

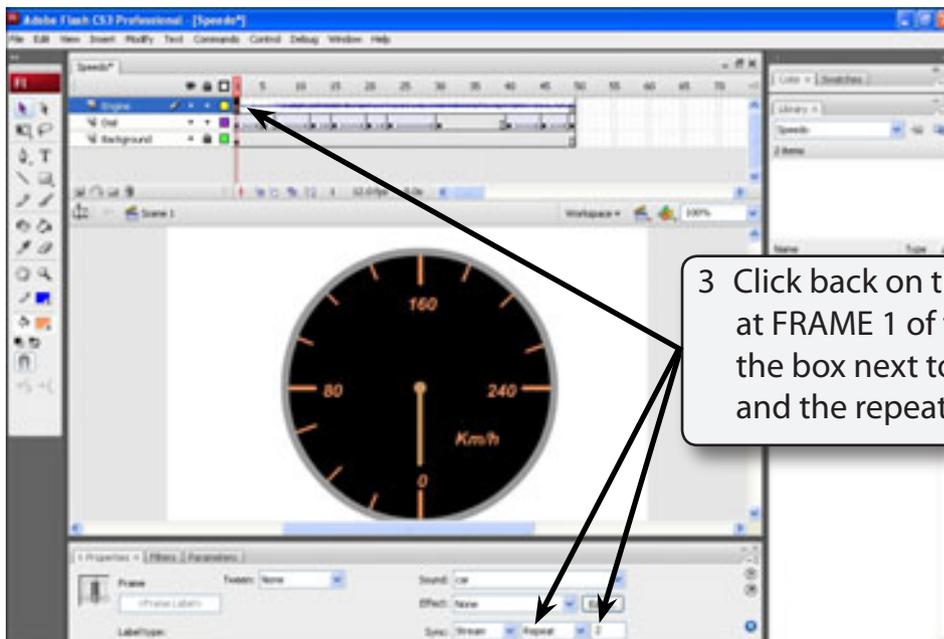
B Stream

Stream compresses the sound into the set frames.



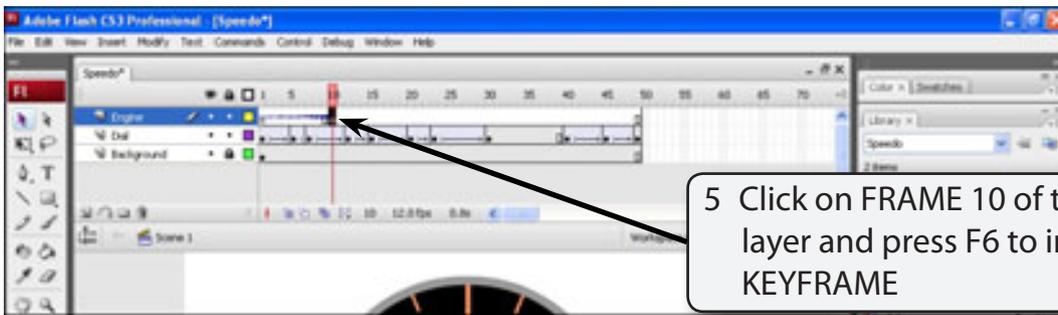
1 Click back on the KEYFRAME MARKER at FRAME 1 of the ENGINE layer and set the SYNC box to STREAM.

- 2 Press <enter> or <return> to play the movie and the sound is compressed to the number of frames in the movie.



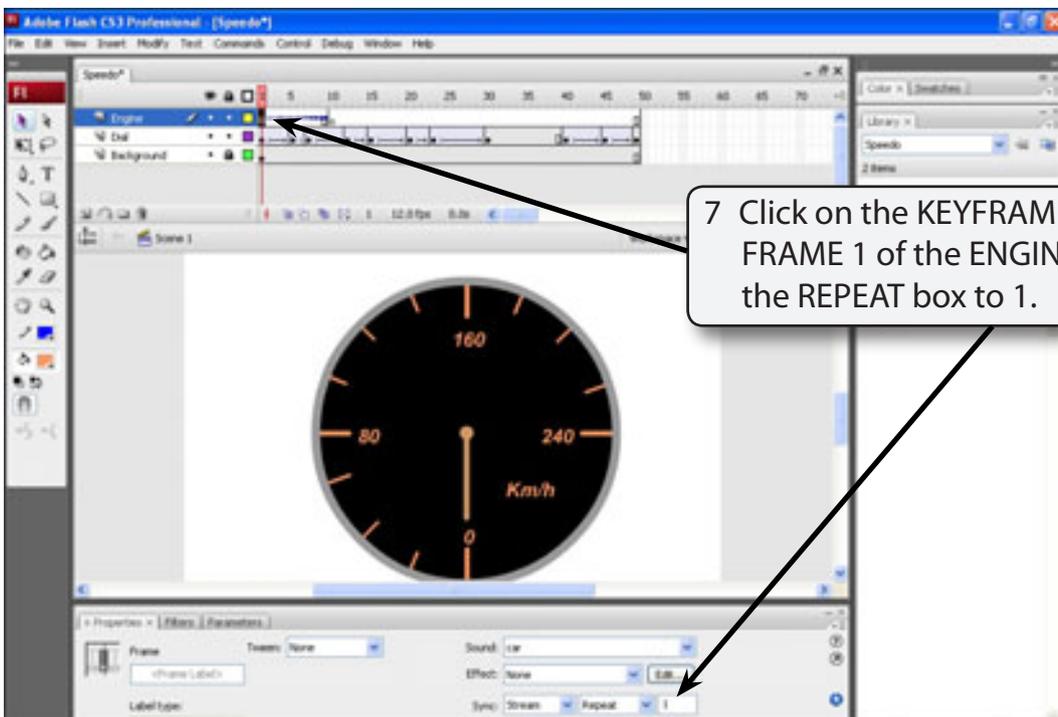
3 Click back on the KEYFRAME MARKER at FRAME 1 of the ENGINE layer. Set the box next to STREAM to REPEAT and the repeats to 2.

- 4 Click on the stage to set the change, play the movie and the sound should repeat twice within the 50 frames, although it may be a little difficult to hear the repeat.

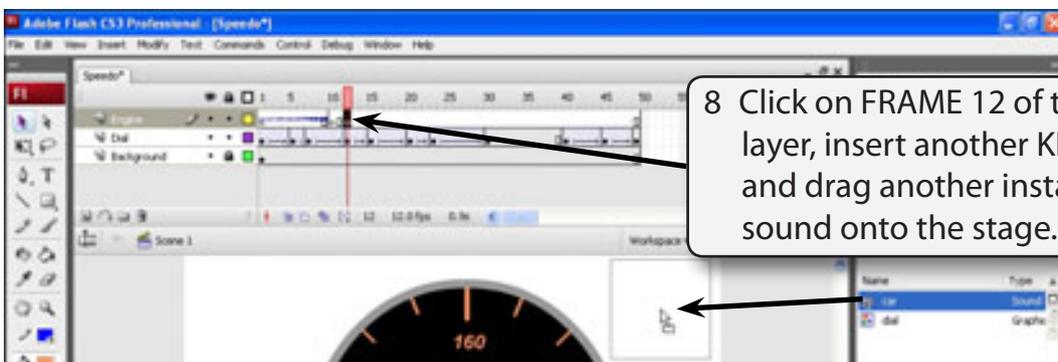


5 Click on FRAME 10 of the ENGINE layer and press F6 to insert a KEYFRAME

6 Play the movie from FRAME 1 and this time you should be able to hear the sound play twice.



7 Click on the KEYFRAME MARKER at FRAME 1 of the ENGINE layer and set the REPEAT box to 1.



8 Click on FRAME 12 of the ENGINE layer, insert another KEYFRAME (F6) and drag another instance of the car sound onto the stage.